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PINTO RULES - COACH PITCH

Scoring:

1. 5 run rule for innings 1,2,3,4. Open innings 5 and 6.

runners:

1. no stealing - runner must be in contact with the base until the ball is hit.
2. penalty if runner off base - runner is out. if ball is hit, ball is in play, base runner declared out at the end of the play. example: 1 out, runner on 1st leaves early, ball is hit to short stop who throws wild to 2nd and the ball rolls past the right fielder. runner and batter runner scores on the play. ruling: the runner who left early is out. the batter runner scores. 2 outs, no runners on base.
3. demarcation line 15' feet away from 2nd, third, and home plate. if pitcher secures the ball in the circle before the runner reaches the demarcation line, runner returns to the base he/she came from.

Equipment:

1. official leather pony baseball.
2. not more than 2 and 5/8ths in thickness and not more than 42". no tee ball bats. all composite bats must have the 1.15 bpf seal. (not only the words)
3. no metal cleats allowed.
4. batters/runners, must use nocsae approved helmets. protecting head, temple, ears, and base of skull.
5. catchers required to wear mask with throat guard, chest protector, shin guards, athletic supporter with cup, and nocsae approved head gear which protects the head, temple, ears, and base of skull.
6. player in coach pitch circle - **must wear** nocsae approved helmet that covers the head, temple, ears, and base of skull. player must also use the heart protector.

Pitching:

1. pitching distance 25'. coach pitcher must be on rubber and pitch. catcher's mask and helmet recommended for coach pitcher.

2. pitcher must either pitch overhand or underhand and must choose which method is used for the whole game. **coach pitcher must leave field of play to either foul line after the ball is hit and return into the field after the ball is ruled dead.**
3. player at pitching position - once removed from the pitching position or removed from the line up, shall not be able to re-enter as the pitcher who is fielding the pitching position.
4. the coach pitcher shall not direct or coach their team in any way on offense. the coach will receive one warning and on the second time the coach pitcher will be ejected for that game only.
5. the pitcher fielding the pitchers position shall take the position to the rear of the pitching plate or right or left of the pitching plate but must be in the circle.

Playing rules:

1. game is 6 innings or 1 hour time limit. no new inning shall start after 1 hour has expired. if game is tied after 6 innings or time limit has expired, game will be declared a tie.
2. must play rule - all players must play minimum of 3 outs on defense and go at bat once. penalty - game forfeited to the other team. team that forfeits may appeal to the executive board why player did not play.
3. no mercy rule or 10 run rule.
4. batting order and fielding positions - 10 players
5. substitutions - only a starter may re-enter one time, but must do so in his or her same order in the batting line-up.
6. all substitutions must be given to the umpire.
7. batter has 6 pitches to hit the ball or 3 strikes. the batter is out if a foul tip is caught by the catcher on the third strike.
8. if the player fielding the pitchers position catches a fly ball, he/she must step out of the circle with both feet and then step back into the circle with both feet before giving the ball to the coach pitcher if there are runners on base.
9. to kill the play, the player fielding the pitchers position, must have possession of the ball with both feet in the circle.
10. the four outfielders must be positioned not closer than 20' behind each base line or base path. in other words, they cannot be in the infield. an appeal can be made by the offensive coach to the umpire before the next pitch.
11. no jewelry except medical identification. (earrings, necklace, bracelets, ect.)
12. coach pitch bases - 60'
13. coach pitch circle - 7' radius behind 25' pitchers rubber. Circle is behind pitchers rubber.
14. demarcation line - 15' away from 2nd, 3rd, and homeplate.

Uniforms:

1. players - baseball pants, shirt or jersey, cap.
2. coaches - organization shirt or team shirt or jersey.